

February 1987

TWIN CITIES ATARI INTEREST GROUP

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President: Steve Ingalsbe (452-7196) Vice President: Tom Green
Treasurer: Dick Johnson Secretary: Paul Franson
Newsletter Editors: Cory Johnson (473-4190) & Dave Stengel
Membership Chairman: Nathan Block (922-8012)

Taig/Space BBS 612/522-2687

Membership Renewal

You may renew your membership at any TAIG meeting, or send a check for \$15.00 (made out to "TAIG"), and the completed membership form in this newsletter.

Mail to
Nathan Block
2656 Georgia Ave. South
St. Louis Park, Mn. 55426

Newsletter Exchange & Article Submission

If you represent another Atari Users Group that wishes to exchange newsletters, please mail a copy of your newsletter to Cory Johnson.

Articles should be submitted in standard text files, such as Atariwriter, Hometext or Speedscript. If you don't own a wordprocessor you can enter an article into BASIC using REM statements. Or, send written or typed text (make any diagrams or schematics legible also, we can't reprint what we can't read) to:

Cory Johnson
1835 Shadyview Circle
Plymouth, Mn. 55447

Articles may also be dropped off at Wizard's Work on County Rd. 18 & County Rd. 9 in Plymouth.

Any storage media will be returned at the next meeting.

Articles may also be uploaded to the BBS. Please leave a short description in the FIS system, and label the article as such when the BBS prompts you. The BBS Number is 612/522-2687

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The TAIG Library
Carl Hartness

The TAIG library accepts donations of printed matter pertaining to Atari computers, etc. Our fledgling ST section is especially in need of donations. Please contribute your unused resources.

We also accept donations where you wish to retain ownership, but are willing for an item to be loaned out. In the following list, items marked [L] are on loan to the TAIG library

I don't bring the full library to every TAIG meeting, so if you want something, call me at 835-4135 ahead of time, to be sure I bring it.

ST BOOKS AND MAGAZINES

Using ST LOGO on the Atari

Sims

ST BASIC Sourcebook

Atari

ST User 12/86

8-BIT BOOKS

Antic Anthology Volume 1

Atari Assembler

Inman, Inman

Atari Basic

Albrecht, Finkel, Brown

BASIC Exercises for the Atari

Lamoitier

Book of Atari Software 1983

Stanton, Wells, Rochowansky

COMPUTE! Books

Atari BASIC Source Book

First Book of Atari [L]

First Book of Atari Games

First Book of Atari Graphics

Second Book of Atari [L]

Mapping the Atari

Chadwick

Mapping the Atari, Revised Ed

Chadwick [L]

Creative Atari, The

Small, Small, and Blank

Epson Connection: Atari XE/XL

Zeitz

Free Software for Your Atari (1983)

Heller and Heller

Games for you Atari Computer

Bunn

Inside Atari BASIC

Carris

Machine Language for Beginners [L]

Mansfield

Mostly BASIC: Applications for Your Atari - Book 1

Berenbon

Mostly BASIC: Applications for Your Atari - Book 2

Berenbon

Picture This! An Introduction to Computer Graphics for Kids of All Ages

Thornburg

SAMS Programmers Reference Guide for the Atari 400/800 Computers [L]

SAMS

101 Atari Computing Tips and Tricks

North

6502 Assembly Language Programming

Leventhal [L]

MAGAZINES

Analog #6 to date

missing issues: #1-#5, #7, #9,
#35, #38, #39

Antic 8/82 to date

missing issues: to 7/82, 5/84,
1/86, 3/86, 5/86, 7/86,

APX catalog Fall 1983

Atari Explorer Su85, Wi86,

9/86-12/86

missing issues: ?

Atari Connection Spring 81

(Issue #1!) to Winter 84

missing issues: ?

Compute 6/81 to date

missing issues: to 5/81, 9/81,
11/81, 4/86, 5/86, 7/86,
since 10/86

Computer Shopper 8/86

Creative Computing 2/82, 3/83 to
12/85

missing issues: to 1/82, 3/82
to 2/83, 4/83

Softside #22, #32-#48

missing issues: #1-#21, #23-#31

MISCELLANEOUS MAGAZINES

Amiga World Premiere issue

Computer Games 2/85, 11/85

Computer Shopper 8/86

Electronic Games 3/85

ATARI PRODUCT MANUALS

- APX Author's Guide

- Atari Home Computers, The Next Generation

- Atari Pilot

- Atari Macro Assembler
- Atari 400/800 Basic Reference Manual
- Atari 400/800 Guide (pocket summary)
- Atari 400/800 Hardware Manual [L]
- Atari 400/800 Operating System Source Listing [L]
- Atari 400/800 Technical Reference Notes [L]
- Atari 850 Interface Module Operator's Manual [L]
- De Re Atari

President's Notes
Steve Ingalsbe

Well, this the big month for TAIG; the TAIG open house is here! I hope to see all of you at the February meeting. Last month went real good, and we hope that this month will be at least as good. I would like to thank User Friendly and Wizards Work for the donations last month. We gave away 30 door prizes (8-bit and ST related products), and this month we will be giving away at least that amount again. We are also have a raffle this month. For the 8-bit system we have a package containing SynCalc, Synfile, and Syntrend. The ST prize will be a Clock Cartridge, that will allow your system to know the time and date on powerup. We will be selling tickets at the meeting, 1 for \$1.00/3 for \$2.00, and you must be present to win.

This month I have been receiving MANY phone calls from people asking questions about the group. I am glad that we have generated this much interest, and I hope that everybody will come to a meeting and check it out. Why am I bringing this up here? Because alot of our newsletters are getting handed out at the local Atari stores, and those people call me to find out why they should join a users group. It is hard for me to tell you over the phone what we do. The best thing to do is to come to a meeting. If you like what you see, JOIN! It is the best way to keep us going. We are real happy to help members (I also help non-members, but members will get alot more help out of me). The group also need help. We rely on our members to help each other out, and to volunteer to help sell disks, and to send us programs for our disk of the months. You only get out, what you put in. I have also gotten several phone calls lately asking me "Why should I buy an ATARI computer?" I am not an ATARI salesman, and I don't make any money selling systems - in fact I don't sell them at all. If you are thinking of buying a computer, I think that you owe it to yourself to check out all of the systems available, then YOU have to decide what you want. If you want to see what the ATARI can do, then come to one of our meetings. We generally have at least 3 systems setup, and we can show you what is available. But remember, we are not selling them. We are a group of people who feel that the ATARI is one of the finest home computers, and we enjoy using them. That is the key to this whole thing - ENJOYMENT. If you don't enjoy it, you won't use it. So, come to the next TAIG meeting and have some fun. It sure beats sitting around the house watching old re-runs!

Next TAIG meeting is Sunday February 22 at 7:00 pm (swap meet at 6)

The Apshai Trilogy for the ST

I had originally planned this article months ago, when the game was somewhat new. Unfortunately, the game is rather old now, but I still have yet to see an article written about it--other than this one. The Apshai's are pretty old programs to begin with, and used to be sold seperately (The Temple, The Upper Reaches, and The Curse of Ra).

For those of you who have never heard of The Temple of Apshai, it is sort of a fantasy dungeons and dragons type game. You control a character as it roams through caverns, wilderness, and other surroundings, killing monsters and picking up treasures. You can either have the computer design a character, or you can choose your own traits--which makes it very easy to be invincible. You are given a certain amount of money to buy items to heal and defend yourself (such as salves, weapons, and shields)--you can also find these items in the caverns.

Once you have your character made, you are offered a choice as to which of the three games to play, and four levels to choose from on each game. Common sense shows that you would play the first game at the first level, but you do have a choice. After all this, you are ready to play. Your character is standing in the middle of a hallway waiting for your command. On the ST you have a choice of using the mouse to move your character, or there are still the traditional keyboard commands--same goes for the battle commands. On the right hand side of the screen is a status board showing the room number (for those who like to make maps--though it's not really necessary in this game) and if you press the space bar you are given a full page description of the room. Also on the status board is you WOUND and FATIGUE levels, your WEIGHT level (treasures and other objects obtained add to your wieght and effect your fatigue level, and the number of steps per turn you may take), the number of SALVES and ELIXIRS (used in healing WOUNDS), the number of ARROWS and MAGIC ARROWS, the name of the monster you are fighting, messages and battle reports, and the last treasure you found. There is also a seperate screen that shows all the treasures you have found along the way, though the program will not tell you the value of them until you go return to the INN (the point at which you started).

As far as game play is concerned, it is very good. The game combines enhanced graphics with good animation and monster representation. What's monster representation? I'm sure you have all played games where your saw this weird shaped blob and a title reading something like "WOMBAT APPROACHING!" and you thought to yourself "That's a wombat!?" Well, that is POOR monster representation. In the Apshai trilogy a "HOUSEWIFE WITH A BROOM" looks like a housewife with a broom, so there is no question as to what your up against. There are also enough game variations to keep you busy for a long time. So, all in all, it is a good value.

The program comes with The Book of Apshai. And when they say book, they mean it! Fortunately, it also comes with reference card to make things simple. The book is interesting, and helpful is you ever have an hour to waste.

Notes from the Membership Chairman
Nathan Block

For those of you who stayed at home to watch the Super Bowl instead of attending the last meeting, I just wanted to review what I mentioned about the new membership policy.

In order to keep myself organized and to serve you better, I have asked that no matter what your need, is that you fill out a new membership form. For instance if you are a new member and are signing up, please write "NEW" at the top of the form. If you are renewing, please write "RENEWAL" at the top. Address changes, cancellations, etc. must be filled out on the membership form. That way I can relate it to the database more easily.

If you are a member and you don't have a membership card, please see me. A certain person in the past failed to do this. The card is basically the only proof of your membership.

One last thing. If you know of a Taig member that has not renewed his membership, I would like to talk to you in the near future. I have several Taig buttons for people who do not appear on my membership list. If you know them, let me know. Maybe they will renew their membership just to get them (the buttons).

I'd like to welcome the Taig members who either joined or renewed at the January meeting. They are:

Jerel Waldron
Charles Viebaks
David Holter
Richard Mier
Gerald Houlder
Richard Enroth
Jim Bergman
Roy Kachel
Carl Miller
Roger McNear

The group appreciates your support.

Using the TAIG/SPACE BBS
Part 1
By Tom Green

I am going to write some articles on using the clubs BBS, pointing out some of the things it does, that you may not be aware of. I am going to start by going through the log-on procedure and then go through the options available from the main menu. In depth information of the options will be in future newsletters. This first article will be mostly for first time users.

Logging on is a very simple procedure, especially if you are using a terminal program that allows ATASCII. If you don't have a terminal program that can be used in ATASCII mode, please contact me at the meeting, and we can get you one. ATASCII is Atari's version of ASCII, which allows you see inverse characters and screen editing cursor movements.

The first thing you want to do is get your terminal program set up, if you have ATASCII, use it. Call the BBS at 522-2687, at 300 or 1200 Baud(BPS). The BBS will answer the phone, and you will see your modems carrier detect light

come on, (If your modem has one.) Usually your terminal program will also inform you that you have CONNECTED with the BBS.

Now press RETURN once or twice, this allows the BBS to determine what baud rate you are calling at. You are then be asked to hit RETURN again, this return lets the BBS know whether you are in ATASCII mode or not. After hitting return, the BBS will let let you know what mode you are in. The BBS will send the welcome screen, and then ask for your password. If you are a first time caller, just press RETURN or type in NEW. If you already have a password and you enter it at this point, all the characters you type, the BBS will show these characters as an asterisk (*), this is so if there is someone in the room with you, and you are entering your password, the other person in the room cannot see your password. First time callers will be asked their name, phone number, age and state they are calling from (Unless your phone number starts with 612, then the BBS assumes you are calling from Minnesota.) You will also have to enter a 5 character password. After the BBS has all the information correct, it will check the password file to see if the password or name you entered is in use. If you enter an alias you will NOT be validated, you must enter your real name, and phone number.

If you logged on in ASCII you will be asked for your line length and your clear screen code. If you don't know the clear screen code, just enter 155. The BBS will now log your name to the printer, and show you some statistics about the BBS, the number of callers, number of messages in the message bases, the last time you logged on etc...

First time callers will be shown the main menu commands. If you want to see the list of commands again, type ? at the main command prompt. New users have a limit of 9 minutes, this is to allow you to read through the messages but very little else. To log off you enter 0 from the main command prompt, the BBS will ask if you are sure you want to leave. New users will then be asked if they want to save their password. If you do, just press Y, all Yes/No question require only a Y or N.

Give the Sysop a day or two to validate you and then call back and you can learn your way around the BBS. Here is a list of the commands currently available on the BBS.

A-AT/Ascii toggle	B-Bulletins
C-Check mail	D-Download a file
E-Enter message	F-Files available
G-Survey System	H-Help file
J-DigiPicture menu	K-Kill a message
L-User Bulletins	M-Message to sysop
O-Log off	P-User Profile
Q-Database	R-Read messages
S-Storytime	T-Time information
U-Upload a file	V-Email system
X-Xpert user mode	Y-Yell for SysOp
Z-Change msg bases	X-File Information
+ Message base editor.	

That's it for now. More details on all the commands will be printed in future newsletters.

AN OPEN LETTER TO FORMER MEMBERS

Dear Former Member:

We've missed you! Sounds like the opening line of a record club, doesn't it. But seriously we would like you to come give us a try again.

This month (Feb 22, 1987) we are having a Open House at the St. Louis Park Rec Center, 5005 West 36th St. From 6 to 9 PM there will be Demos, Free Refreshments, Door Prizes, Raffle and a Swap Meet.

How have things changed since you were a member? How about a ST Special Interest Group (SIG). A hard disk running on the BBS at 1200 baud. Antic and Analog Disks available to non-subscribers with proof of purchase of the Magazine. A ST library of public domain software with new software every month. And more member participation.

And of course we still have the 8 bit public domain library, the book library, demos of new software XE and ST, and the latest Atari news.

And the most important thing of all, the interaction with other Atari users for help and answers to everything from "how do I turn the computer on" to "whats the best spread sheet to buy".

Remember TAIG is the only user group at which you can talk both XE and ST machines during the same meeting.

So why don't you drop by the Open House or sent in the membership form on the other side. Due are \$15 per year, but during our membership drive. New member may sign up for only \$10.

If you no longer own an Atari would you please pass this newsletter on to whoever you gave/sold your machine to.

Thank You

Richard O. Johnson - Treasurer

Membership Application

Name: _____ Date: _____

Family members to be included: _____

Street: _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____ - _____

Computer model(s): _____

Memory Size: _____

What peripherals do you own? _____

Do you subscribe to Compuserve? _____ Source? _____ Delphi? _____

Genie? _____ Other? _____

What are your computing interest?

BASIC programing _____ Assembly programming _____

Games _____ Education _____

Graphics _____ Music _____

Telecommunications _____ Business programs _____

Hardware modifications _____ Applications _____

Other (please specify) _____

Membership dues are \$10 (\$15 after Mar) per family per year.
Please make checks payable to the Twin Cities ATARI Interest Group
(TAIG)

Please, do NOT mail cash.

Dues paid: _____ Check: _____ Cash: _____ Date: _____

Received by: _____ Paid through: _____

Return to: TAIG
C/O Nathan Block
2656 Georgia Ave. South
St. Louis Park, MN 55426

STuser

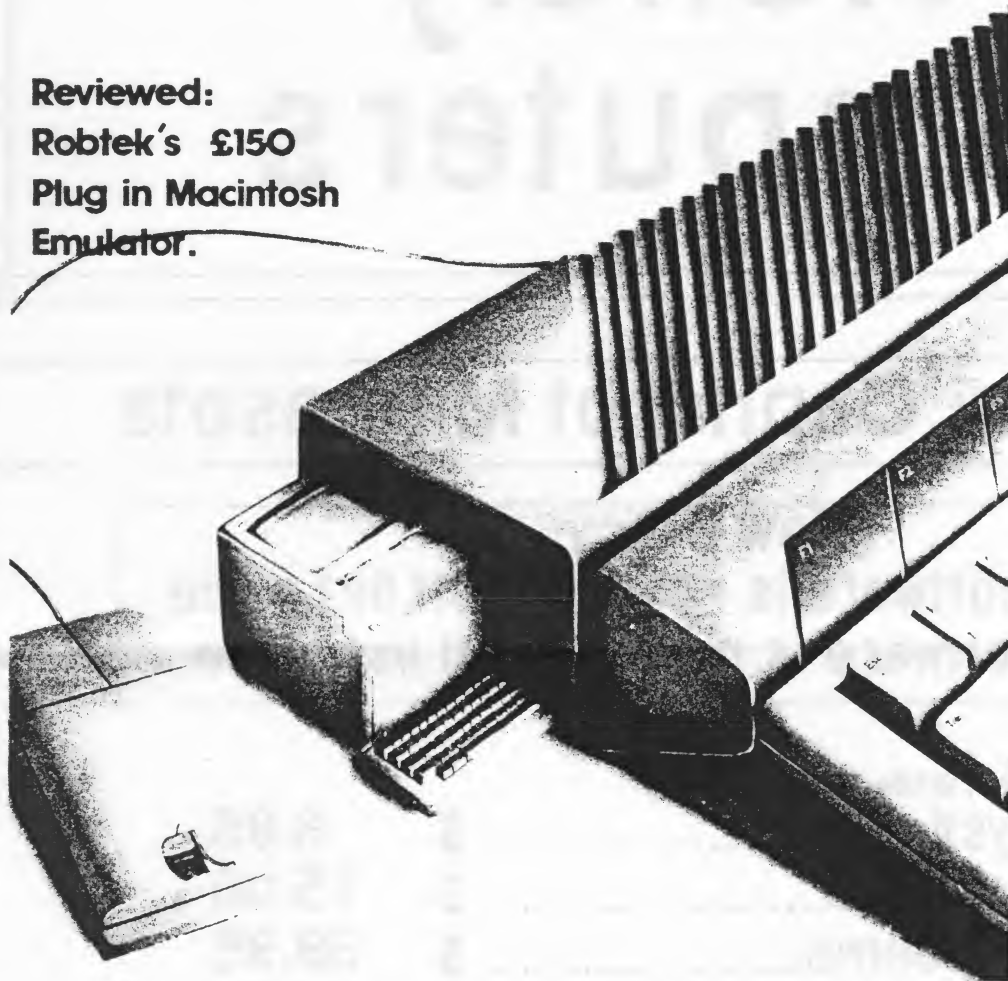
January 1987

ISSUE 11

A GOLLNER PUBLICATION

PRICE UK £1.95
CANADA \$4.95
USA \$3.95

Reviewed:
Robtek's £150
Plug in Macintosh
Emulator.



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PLUG IN MAGIC

DEGAS ELITE

FLIGHT SIMULATOR II

LOGISTIX

K-MINISTREL

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GEM FROM FAST BASIC

WANDERER

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Have them call us at 613-230-7750

User Friendly Computers

The Atari Capital of Minnesota

New Policy:

All 8-bit software is now 20% off list price.
All ST software is now 10% off list price.

Specials (while Supplies Last):

Atari Joysticks.....	\$	6.95
Wico Trakballs.....	\$	15.00
Xm301 Modems.....	\$	39.95
3.5" SS Sony box of 10.....	\$	14.95
3.5" DS Sony box of 10.....	\$	24.95

Avatex 1200 Modem.....	\$	119.95
Avatex 1200 hc Modem.....	\$	179.95
1040 ST Color System.....	\$	Call
1040 ST Mono System.....	\$	Call
520 ST Color System.....	\$	Call
520 ST Mono System.....	\$	Call
130 XE.....	\$	149.95
65 XE.....	\$	99.95

Taig's Beginnings
by Phil Seifert

Back in the spring of 1981, after many of us had purchased our Atari 800 for around \$1000, we were looking for support. After all, getting a 16k computer that was fairly unknown in the market, we needed it. I had purchased my first machine at a store called Digital Den in the Burnsville Shopping Center. Digital Den at that time was THE place to buy an Atari Computer. Imagine, 800's at \$900 and 400's at \$500 without monitors, disk drives, and so on.

In March of 1981, I was as usual, bugging the nice salespeople at Digital Den about software, hardware, and support. Finally, they pointed out to me a flyer that was being distributed by some individuals who wanted to form a user's group. "What the hell is a user's group?!", I asked. They told me it was a bunch of people who pool their resources together and help each other out when they have problems trying to do new things or old things. Usually a group publishes a newsletter, has monthly meetings, and distributes Public Domain software. Aha! Just the thing we poor Atari owners needed! (At least I was poorer after paying out \$1000 for a 24k 800, 1 drive, and printer. I don't know about the rest of you.) Our first meeting was an impromptu meeting at a house belonging to Mike Doleman. There were about 13 of us that showed up for that cramped meeting. It appeared that Mike and Steve Crowley were the main thrust behind getting a user's group together and were we ever excited! We laid down some of the ground rules and decided to meet at another location next month as there was no way anyone's house could serve as a meeting place. After all, we had a fantastic turnout at that first meeting! We might even grow up to 30 people or so! April 1981, came around and we met at the Grigg's Midway Building in St. Paul. About 25 people showed up for this one and even the sales rep for Atari was there. Now this was more like it! We were getting some support from people now! We, again went over ground rules covering what the group was going to do for its members and how. So, we had an election. And as Steve Crowley seemed to have done most of the talking (I was keeping my mouth shut), we elected him president! Steve turned out to be a pretty good leader within the group. We only met once or twice more at the Grigg's Midway Building and moved our meetings to a bank in Hopkins. This was quite a bit closer for most of us. At that time, we made our decision to meet on the last Sunday of the month and to start collecting dues so we could start our newsletter. The dues were collected at \$10 per family, pretty reasonable. There were some very exciting times during that first year. We had a game fair (I won't say who won most of the events), tutorials given on a variety of subjects including one unforgettable lecture on machine language by yours truly. (I swore after that I would never get up in front of a crowd again!) Atari was going great, our machines were covered by a variety of magazines like Byte, Creative Computing, and Softside. Analog and Antic were also just starting around that time. The first year ended and we decided to have our annual elections. I think that is the only time we had

ever had an election on time. The new president was Peter Ash. Steve Crowley became our vice president, Jim Dahlberg was our treasurer and somehow I got cornered into doing the disk library. To this day, I swear Steve Crowley only asked me to HELP out with the library, not to be the library! At this time, the group had grown in size to about 100 paid members, far beyond our expectations. In fact, the group grew so big, we had to start looking for another place to meet that would have the room for all of us. It was just way too hot in the basement meeting room of the bank building. I think it was about October or November of 1982 when we moved to the Odd Fellows' Lodge in Minneapolis. Now, there was a meeting hall! And there was a separate room for the dealers to show their wares. Of course there was some grumbling about this, especially from the dealers. But I still feel it was necessary because there was just too much noise created by all the buying and selling. In the spring of 1983, we started one of our most enduring traditions, delaying elections. It seems that we had difficulty in filling some of the positions that were necessary. I, myself, wanted out of the librarian job and was willing to take on the job of president to do it. I had forgotten my previous experience on talking to a crowd that hangs on my every word. Oh well. To make a long story short, I was elected in July of 1983 as President and it was unanimous. (I ran unopposed. I think the other prospective candidates were spreading rumors that I would kill my opponents by wrapping joystick cords around their necks. CHICKENS!) August, 1983 marked my debut. Since I was elected with popular acclaim, I felt like a king. And for that first meeting I dressed like one too. You should have seen those faces as I walked out in a royal robe and crown. That was definitely a fun time for me. And it was a fun time for Atari also. Things were going like gangbusters. They even invited me, as president of a group that numbered over 400 people at that time, to Chicago at their expense. I stayed at the Park Hyatt downtown, went to the Consumer Electronics Show, and was there when they introduced Alan Alda as their new spokesman for the company. Everything looked just fine at that time. What we didn't know, was there was rot at the core of the Atari world. Warner Communications owned Atari Inc. then and did not seem to know how to promote their machines as computers, only as game machines. Then the TI, Commodore and Atari price war flared up. Everybody involved started to lose massive amounts of money. We, as a group, were not that concerned about it. After all, with lower prices more people would be buying our computers and joining our group. It looked just fine. Except for that one meeting in November when the Odd Fellows' decided that they didn't want to let us use their hall any longer. They locked the doors and changed the locks so we could not get in. That was one cold night and we ended up having a meeting at the Lake Nokomis Community Center. I couldn't thank the City of MPLS enough for the use of the building on such short notice. We moved to the St. Louis Park Rec Center the following month and have been there ever since. In April, 1984 we held up our tradition and delayed the elections. Again, due to a lack of

volunteers. I somehow was cajoled into running for president again. My opponent was Kermit the Frog. (He was the only other nominee). I won the election as Kermit only got one vote, mine. Sigh. 1984 was the year that Atari really started to lose money. Things were pretty scary for the company. Imagine losing over a half a billion dollars! People were scared away from buying the Atari computers because they thought the company would go out of business. So less and less people purchased our computers. Things were not going so well for the group that year. We fell from a membership of 450 people to around 100. It seemed like the enthusiasm was gone from our group and a change was needed to revive it. People were just coming to the meetings and sitting on their hands just waiting for the group to deliver something to them. Quite unlike the early days when we had no lack of volunteers. In 1985, we elected Dick Johnson as our president and I stepped down and out entirely as an officer of the group. Dick was president of Taig for the following year. I, myself, don't have any knowledge of what was going on with the group. I kinda got myself burned out on user's groups and left. I do know that Steve Inglesbe was elected as the next president and it appears that he is doing a fine job. Anyways, this was the story of Taig's early years while I was involved. Any coincidental mentioning of people, places, and times was entirely on purpose. These events were constructed out of my memory of what happened and I believe all the facts to be true. (Of course, those that lost in the game tournament may not think so). Best of luck with YOUR user's group. Support it well.

Super Huey
Nathan Block

I didn't have a massive turnout to see my demonstration of Super Huey by Cosmi, so I decided to do a review on it.

Super Huey is helicopter simulator in a class by itself! It has very excellent graphics and provides four game variations. Wow, how much does this game cost? The amazing answer is under \$20.00 (something we can afford).

The four game levels are interesting. One is a solo flight, which gets you customized with the various instruments. On the second level, you can also enter combat with tanks and other helicopters. The third level allows you to rescue poor survivors in rescue flight. The neatest is the exploration stage where you must map out the terrain while making observation.

Even though it sounds tough, it really isn't. The manual is very detailed on what your procedures should be on each level, and a complete chart of your various instruments is included. A quick reference guide is included so you don't always have to go digging through the instructions for answers!

If you're going to buy any helicopter simulator, get Super Huey! I highly recommend it for your past time enjoyment. Happy flying!

MRCA Mach 2 Combat Simulator By Cory Johnson with help from Peter Q. Armstrong

After playing F-15 Strike Eagle (MicroProse) I was looking for a combat simulator, that did certain little things, like allowing me to take-off and land. I think I've found a fair simulation in MRCA Mach 2 Combat Simulator from Firebird software (and besides that a lengthy name (and then some)).

MRCA Mach 2 Combat Simulator (M2CS) allows air to air combat using cannons, no missiles available (shucks, it always made F-15 easier) against an unknown enemy. It has a few short comings. The graphics are fair, there are no objects on the ground excluding your air base. The aforementioned lack of missiles, and the lack of bombing innocent civilians. These are more than made up for by the price (Retail, \$24.95) and the speed of the simulation (garsh is it quick).

The manual tells you the very bare necessities of flying and from there you're on your own flyboy, but it does come with a very spiffy F-15 poster.

The game has four different options of play. Landing practice, flying training, air to air combat practice, and air to air combat. There are also the options of blind landing, which requires the use of instruments only, for landing. Crosswinds can also be selected. Your enemy can be selected through the pilot rating, from trainee to ace. The ace pilot has some pretty mean combat maneuvers.

The game requires the use of both joystick and keyboard, this causes a slight inconvenience when trying to use the "Z" and "X" for rudder control. Using "Q" and "A" for thrust and "W" and "S" for flap control aren't quite as inconvenient since they are not used as often as the rudder (strange choice of keys, though). Other keys allow the raising and lowering of the undercarriage, and toggling to the map mode from the combat screen.

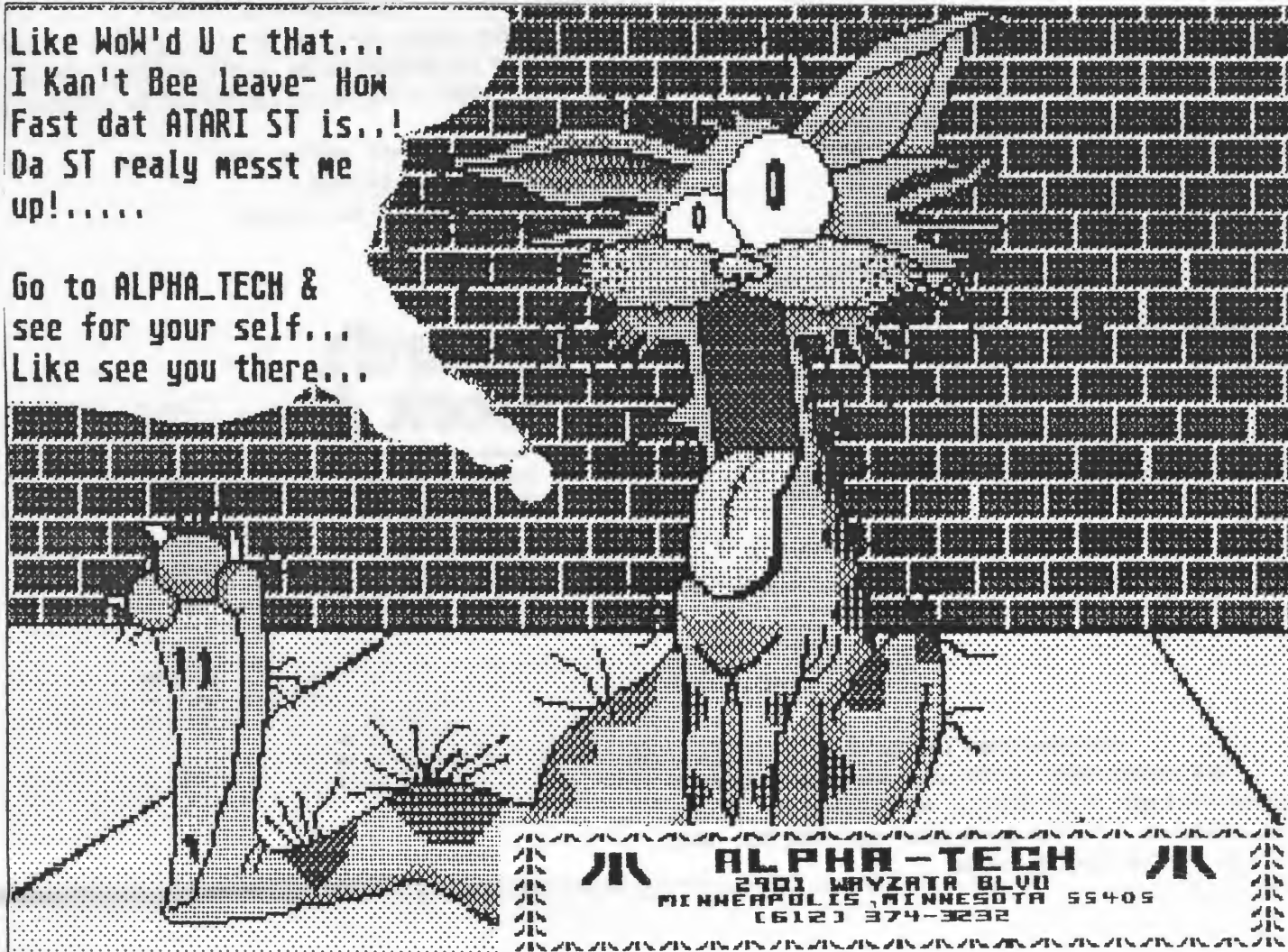
Instrument flight is available and necessary in the blind landing mode. Instruments include and artificial horizon, speedometer, tape roll pitch gauge, vertical speed indicator, radar and compass, combat flight computer, and few other graphic representations of something or other.

Overall it flies a good combat mission, provides a realistic simulation, and a good value for the price. Above all it allows you to take off and land. It is a relatively new program available from Firebird software.

I'm still waiting anxiously for MicroProse's "Gunship" and we will review that as soon as it's available or I get it. Most likely the latter. In the meantime, you don't want my opinion of Super Huey. Until then happy sortie.

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TAIG ST NEW's By Dick Johnson

This marks the second month of the ST SIG (Special Interest Group) of TAIG. The direction of this SIG is to be consumer orientated. That is emphases on usable programs and utilities. TAIG ST Disks of the month (\$4), will have source code (when available) will be on a separate disk for those of you who are interested and allow more room for working programs for those of you who are not.

Prices continue to drop! The SH204, Atari's Hard Disk now lists for \$700 and the 1040 at \$900/1100 mon/color. The SX212, Atari's 1200 baud modem is expected to be shipped shortly, with a list of \$100. That will put a crimp in other modem sales. The Atari PC Clone is expected to be shipped in Aug (latest rumor). Does this mean the PC box for the ST is dead?

Software: Wordprocessors; 1st Word (\$20), 1st Word Plus (\$50), and Microsoft Write (\$100). A VT-100 terminal ROM cartridge. Thunder for the hearing-impaired. The screen blinks instead of a bell. Write Batteries Included for a free upgrade. FAST (\$50) another multiple desk accessory (DOS commands, editor with search & replace & block editing, card file, calculator, calendar, ASCII table,

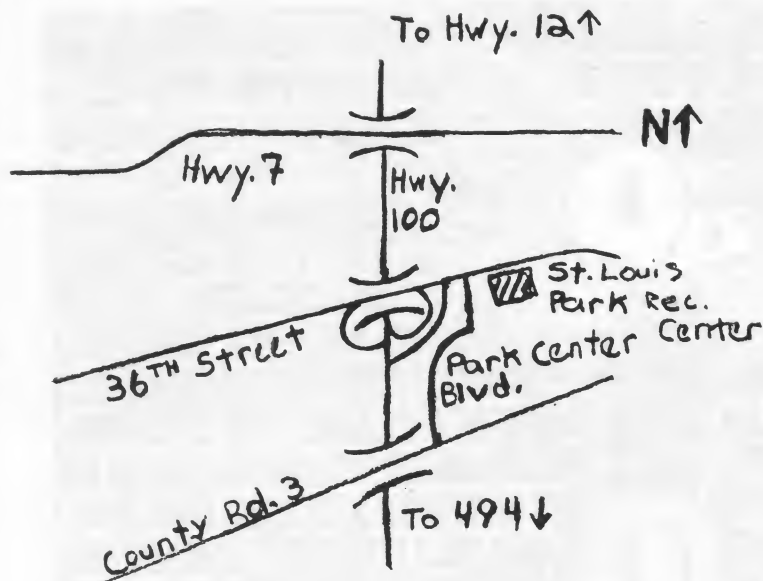
& clock) not bad for 1 slot. EasyDraw Ver 2 (\$80) remember when is was \$150. PowerPlan ST (\$80) 65,535 x 65,535 cell spreadsheet with calculator, notepad & business graphics (pie, bar & linegraphs displayed simultaneously, with up to 7 windows. Dollars & Sense (\$100). And many others.

Accessories: A box which converts your joystick commands into mouse movements. Why you ask? Just try flying Flight Simulator II with the mouse and you'll see why (\$30 State of the Arts Electronics).

COMPUERVE SPECIAL CONNECT RATES

During the week of Feb 15 to 21 standard/evening rates will be in effect during the prime/daytime hours (8AM-6PM). Standard Rates are Baud 300-\$6, 1200 & 2400-\$12.50 per hour.

A good chance to get on earlier while the traffic is less or to save some money if you use CompuServe during the day.



Quick SWAP Meet Reminder

Taig members may swap or sell original pieces of software and hardware at the monthly meetings. Non-members selling items at the monthly meeting will be charged \$10.00 for space.

All buying and selling must stop when the general meeting is called to order.

Piracy will not be tolerated.

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Hours:

Mon - Thr 11 AM - 7 PM
Fri - Sat 11 AM - 5:30 PM

Just where does Taig meet?

Taig normally meets on the last Sunday of each month (please call one of the officers for conformation) at the St. Louis Park Recreation Center (See map) 5005 West 36th Street, St. Louis Park Minnesota.

Return Address Only!

Twin Cities Atari Interest Group
4309 Suncliff Road
Eagan, MN 55122

Next TAIG Meeting:
Sunday, Feb 22, 1987

Open House & Swap Meet 6:00 PM
at
St. Louis Park Rec. Center
5005 West 36th Street
St. Louis Park, MN.

Next Months Meeting: March 29th

